CLAIMS

What is claimed is:

5   1. A method of playing of a game, the method comprising the steps of:
           enabling a player to define a first area within a map, the map being utilized in a
playing of a game;
           enabling the player to acquire resources from the first area, an amount of
resources that may be acquired being responsive to a dimensions of the area;
10   enabling the player to define a second area within the map; and
           enabling the player to utilize resources acquired from the second area.

           2. The method of claim 1, wherein at least one of the first area and the second
area is a volume.

15   3. The method of claim 1, wherein the first area is dimensionally different from
the second area.

           4. The method of claim 1, wherein the first area and the second area differ with
20 respect to a degree of influence over an amount of resources that may be acquired.

           5. The method of claim 1, wherein the amount of resources that may be
acquired is further responsive to a magnitude of a means for acquiring resources.

25   6. The method of claim 1, wherein the amount of resources that may be
acquired is further responsive to a distance to a means for acquiring resources.

           7. The method of claim 1, wherein the amount of resources that may be
acquired is further responsive to a distance to, and a magnitude of, a means for
30 acquiring resources.

8. The method of claim 1, wherein the second area overlaps a portion of the first area; and wherein the overlapped portion has an effect on a rate at which resources may be acquired by the player from the overlapped portion.

9. The method of claim 1, wherein the second area overlaps a portion of the first area; and wherein the overlapped portion has an effect on a total quantity of resources that may be acquired by the player from the overlapped portion.

10. The method of claim 1, wherein the map comprises a plurality of fields having different densities of resources.

11. The method of claim 1, wherein the map comprises a field having qualitatively different resources.

12. A method of playing of a game, the method comprising the steps of:
enabling a first player to define a first area within a map, the map being utilized in a playing of a game, the area comprising resources which may be acquired;
enabling a second player to define a second area within the map, the second area overlapping at least a portion of the first area;
impacting an acquisition, by the first player, of resources from the portion of the first area being overlapped by the second area;
enabling the first player to acquire resources from a portion of the first area not being overlapped by the second area; and
enabling the first player to utilize the acquired resources in the playing of the game.

13. The method of claim 12, wherein the impacting of an acquisition of resources reduces a rate that resources may be acquired, by the first player, from the portion of the first area being overlapped by the second area.

14. The method of claim 12, wherein the impacting of an acquisition of resources prevents the first player from acquiring resources from the portion of the first area being overlapped by the second area.

15. The method of claim 12, wherein the impacting of an acquisition of resources is responsive to a comparison of a means utilized by the first player to define the first area to a means utilized by the second player to define the second area.

16. The method of claim 12, wherein the impacting of an acquisition of resources is responsive to a comparison of a capability of the first player to acquire resources from the first area to a capability of the second player to acquire resources from the second area.

17. A method of playing of a game, the method comprising the steps of:

enabling a first player to define a first area within a map, the map being utilized in a playing of a game, the map comprising a field from which resources may be acquired, the first area overlapping at least a portion of the field, the overlapped portion of the field defining a potential resource collection area;

enabling a second player to define a second area within the map, the second area overlapping at least a portion of the potential resource collection area;

impacting an acquisition, by the first player, of resources from the portion of the potential resource collection area being overlapped by the second area;

enabling the first player to acquire resources from a portion of the potential resource collection area not being overlapped by the second area; and

enabling the first player to utilize the acquired resources in the playing of the game.

18. The method of claim 17, wherein the impacting of an acquisition of resources reduces a rate that resources may be acquired, by the first player, from the portion of the potential resource collection area being overlapped by the second area.

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19. The method of claim 17, wherein the impacting of an acquisition of resources prevents the first player from acquiring resources from the portion of the potential resource collection area being overlapped by the second area.

5   20. The method of claim 17, wherein the impacting of an acquisition of resources is responsive to a comparison of a capability of the first player to acquire resources from the first area to a capability of the second player to acquire resources from the second area. --